KEMCO

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INSTRUCTION BOOKLET

KEMCO

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO HARDWARE SYSTEM OR GAME PAK.

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Nintendo

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THINK PHAST

Thank you for your purchase of Kemco's Super Nintendo Entertainment System Game Pak, "Phalanx," the hottest, fastest, sci-fi shooter ever! Before you embark on your mission, please read this manual carefully in order to play and enjoy the game fully.

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Nestled in an outer frontier arm of the Andromeda galaxy lies the Delia star system. A small colony of humans has prospered peacefully on Delia IV, the only type-Terra planet in that remote section of Andromeda.

Though the population of the planet is relatively small, resources from Delia IV are crucial to the

continuation of interstellar research and technology. For this reason Delia IV maintains one of the most powerful defense systems in the known Terran universe. The colonists of Delia IV felt secure and protected.

Suddenly, silence fell on Delia IV...

Interstellar Transmission: *"No response from Planet Delia. Battle fortress, MIDAS; Begin investigation immediately."*

Battle Fortress "MIDAS" carries enough firepower to annihilate an entire planetary system, as was demonstrated in the 2nd Galactic Civil War. The Allied Republic Government was confident that whatever had transpired on Planet Delia IV, the seemingly omnipotent MIDAS Battle Fortress could manage the situation. Little did they know they would meet with an unimaginably powerful hostile force!

A mysterious alien life form that no humankind had ever encountered before completely seized the military system of Delia IV in a devastating sneak attack. As if MIDAS' arrival was expected, the alien attack on the battle fortress began immediately after she emerged from warp travel. Caught by surprise, and completely overwhelmed, the destruction of MIDAS seemed almost certain.

In a last ditch effort to save his ship and Delia IV, MIDAS Commander Hien Carter ordered the launching of a powerful prototype starfighter; the A-144 Enforce Fighter, Code Name PHALANX. Piloted by the legendary Wink Baufield, it is Commander Carter's hope that, like a well placed dagger, the PHALANX fighter can penetrate to the very heart of the alien armada and strike a blow for freedom. Can the PHALANX fighter succeed where the awesome raw power of MIDAS had failed?
That all depends on you...

PILOT PROFILE

PILOT PROFILE

Wink Baufield Age: 18. Born and raised inside MIDAS. The product of years of genetic and cybernetic engineering, Wink Baufield was raised to pilot the A-144, and first flew her at the age of 12. With a reaction time 33 times quicker than the average pilot, and the innate ability to assimilate and analyze multiple pieces of information simultaneously, he is an integral part of PHALANX's strength. Wink and his ship are perhaps the most formidable single weapon in the R.A.F. Wink is taking this mission personally, as he has a vested interest in the safety of Planet Delia IV...

PERFORMANCE OF THE A-144

After the 2nd Galactic Civil War, the Allied Governments strove to create a strikefighter of unparralleled versatility and power. The result of their intensive research and development was the creation of the A-144. Newly designed nucleo-gravatic generators power her engines and weapons systems, and allow her to operate almost indefinitely under the most extreme of conditions. Her armor and defense shields have three times the durability of any other small fighter, and she can manuever with the speed and responsiveness of an Orion neo-tiger. Her transforming weapons systems allow for pinpoint accuracy, or massive raw power, at the pilot's fingertips.

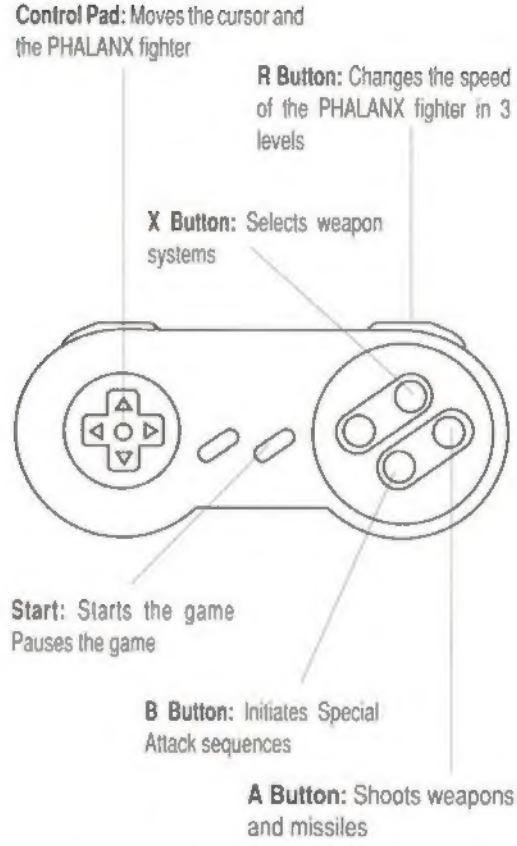
STARTING THE GAME

PREPARE FOR LAUNCH

When the PHALANX Game Pak is inserted into the Super Nintendo Entertainment System and the power is turned on, the opening demo will appear on your display monitor. Wait to receive your pre-mission briefing, and allow for the countdown and systems check of your strikefighter. When the systems check is completed and countdown reaches zero—PHALANX will launch you into the maelstrom. You may press the Start Button to bypass this sequence and proceed directly to the Select Screen.

When the Select Screen appears, choose "EXECUTE MISSION" and press the Start Button to start the game. See page 12 for details about System Configuration mode and Sound Test mode.

CONTROLLER



This is the initial controller setup. The controls can be customized by the player in the **System Configuration Mode.** See Page 13 for details about setting up the controller layout.

SELECT SCREEN

EXECUTE MISSION

To start the game, move the cursor using the Control Pad to "Execute Mission" and press the Start Button.

SYSTEM CONFIGURATION

To enter this mode, move the cursor with the Control Pad to "System Configuration" and press the A Button. After selecting "Exit," press the A Button to return to the Select Screen.

SOUND TEST

Move the cursor with the Control Pad to "Sound Test" and press the A Button. By pressing right or left on the Control Pad, select the music setting. Press A, B, X, or Y to play the selected music. Press the Start Button to return to the Select Screen.

OPERATING SYSTEM CONFIGURATION

- Difficulty
- Shot Fired
- Special Attack
- Speed Change
- Ship Speed
- Missile
- Weapon Select
- Exit

Move the cursor to each category you wish to set by pressing up or down on the Control Pad. Each selected setting (except Exit) can be changed by pressing right or left on the Control Pad.

DIFFICULTY

There are four difficulty levels
EASY: Beginner
NORMAL: Intermediate
HARD: Expert
FUNNY: Hyper-Professional

SHIP SPEED

Select the speed of your PHALANX strikefighter in three levels.

SHOT FIRED

Choose the Button which fires regular projectiles.

MISSILE

Choose the Button which fires missiles.

SPECIAL ATTACK

Choose the Button that activates special weapons.

WEAPON SELECT

Choose the Button that will switch weapon systems in stock.

SPEED CHANGE

Choose the Button that adjusts the speed of the player's PHALANX strikefighter during play.

EXIT

Using the Control Pad, move the cursor to this position and press the A Button in order to return to the Select Screen.

GAME SCREEN

INITIATE MISSION

SCORE

Player's Current score.

TOP SCORE

The highest score achieved so far.

STRIKE FIGHTER ICON

The number of strikefighters remaining. When it indicates zero and the player's last strikefighter is destroyed , the game is over.

ARMOR POWER LEVEL

PHALANX can withstand three direct hits before it is destroyed When the ship is hit, one of the three bars will disappear. When the third bar disappears, that ship will be destroyed

STOCK

This area shows what Weapon System power ups the player has collected. The system presently activated is indicated by a yellow box around it. If a fighter is shot down, or a Special Weapon is activated, the currently active weapon is lost. PHALANX can hold three weapon systems at a time

SPEED

The speed of the player's fighter is indicated with the lighted yellow arrows. The more arrows that are lit, the faster PHALANX can maneuver (maximum levels· 3)

POWER UP

TheTransforming Weapons Systems on the PHALANX enables the player to select and power up the ship's weapons in mid-battle

Below are the different icons that represent each of the different Weapon Systems that the player can collect. A weapon cannot be used until the weapon icon is collected, but once it's picked up it is automatically stored, and can be activated at any time. If the player's strikefighter is destroyed, or a Special Weapon is activated, the currently active weapon is lost until another icon is collected

POWER-UP ITEMS

Picking up one of these Icons will add the following weapons to your arsenal. Multiple icons of the same type may be stored, though only one will be in use at a time.

Homing Beam: These track and chase enemy vessels automatically. Initially this 'fire and forget' weapon's strength is low, but when powered up, it can be an awesome tool of destruction.

Energy Compressor: Compress and store energy by holding the fire button. Release the fire button to unleash stored energy in a massive blast. This is the most devastating of PHALANX's weapon systems.

Reflector: Powerful magnetic fields allow these energy beams to ricochet off almost any hard surface. This potent weapon is especially effective in narrow confined areas

Needle Laser: Concentrated laser beams, focused to minimum diameter, will completely pierce through any enemy's armor plating

POWER CAPSULES

When the player obtains a power capsule, it increases the power of all the items in stock by one level. Moreover, it recovers one damage point which may have been inflicted on the player's fighter plane. The power of any item obtained by the player, while the Power-Up capsule is effective, will be automatically increased (maximum 3).

Power Capsule: A power capsule boosts PHALANX weapon power up one level (Max. 3). It also restores one armor power level (indicated by the light bars in the lower left of the play screen).

MISSILES

Homing Missiles: Automatically locks on, tracks, and strikes enemy units.

Penetrator Missiles: Flies in a straight line and penetrates the enemy's armor shields.

Guided Missiles: Player can guide the missile after launching by the using the Control Pad

SPECIAL WEAPONS

B BUTTON--WHEN THE GOING GETS TOUGH
THE TOUGH USE SPECIAL WEAPONS

To help deal with especially thick fire-fights, your PHALANX strikefighter is equipped to harness the raw power of each of your weapons into a massive Special Attack. Each Special Attack lasts for only a short period of time, and you may unleash each Special Attack only once per weapon unit. Strategic use is recommended

Homing Beam / High Energy Shield: Reverse the tracking device polarity of the Homing Beam to create an impenetrable shield around PHALANX The shield will stay in effect for approximately 10 space-seconds before the tracking unit is burned out. During that time, your strikefighter is invincible

Energy Compressor / Anti-Matter Detonator: Launch the compression field and allow it to collapse in on itself, creating a subspace field around PHALANX. The forces that are set free by this reaction will disrupt the molecular structure and tear apart all enemies within range

Reflector / Stalker Drone: Combine the Reflector Beam with the optional Stalker Drone. The drone will efficiently seek and destroy enemies, one at a time, for approximately 10 space seconds before its power supply burns out

Needle Laser / Spiral Attack: Uses the power of the Laser unit to rotate the ship rapidly while rapid-firing beams in all directions. The Spiral can operate for 10 seconds before system shut-down

DEFEAT THE ENEMY

Your mission will take you screaming through the sky above Planet Delia IV, underground, underwater, and deep into the planet's core. 8 stages will push your fighting skills to the limit!

First Mission / Enter the Atmosphere of Delia IV: In the expanse between the planet atmosphere and the planet suface the alien invader will attempt to intercept your strikefighter. Upon entering the Defense zone around Delia IV, you'll be cut off from MIDAS. You're on your own, PHALANX, good luck

Second Mission / Underwater City: Deep below the planet surface, numerous fluid-filled underground tunnels crisscross in every direction. The underwater city of terror is teeming with alien assassins whose only mission is to stop PHALANX.

Third Mission / The Bio-Cave: The mineral mining caves have served as a fertile breeding-ground for hostile alien life forms whose strength increases exponentially with every second. Now, the entire

cave has transmuted into a living pseudo-organism that seeks to consume PHALANX and add your considerable firepower to their life force.

Fourth Mission / Planet Core: Deep in Delia IV's core a powerful creature awaits. Penetrate its defenses and destroy it before it can wreak havoc with MIDAS!

Fifth Mission / Overtake the Alien Cruiser: Pilot your PHALANX strikefighter through the corridors of this giant Battleship and find the lairs of three

alien creatures. Defeat all three abominations to leave the ship a lifeless hulk!

Sixth Mission / Asteroid Belt: Once a galactic Las Vegas-style resort, the Asteroid Belt has been overtaken by the hostile forces. Survive the onslaught of aliens to reach the ultra-dimensional warp to the final area. Beware, the warp gate is protected by heavily armored aliens. Intelligence reports indicate that these sentries have only one weak spot in their seemingly impenetrable defenses.

Seventh Mission / Ultra-Dimensional Space: Pass through an Ultra-Dimensional warp to find the lair of the repulsive pulsing heart of the alien hive. Enemies within the gate are capable of attacking at extremely high warp speeds.

Eighth Mission / Final Mission: Long range scanners cannot penetrate the shield around this zone...no data available.

NOTES FROM PRE-MISSION BRIEFING

USE DIFFERENT SPEED LEVELS EFFICIENTLY

When flying through narrow areas, slow down to avoid damage through pilot error.

THE MORE ENEMIES YOU DEFEAT THE BETTER OFF YOU ARE

Destroy as many of them as you can! Sometimes the enemies contain hidden power-ups. As you raise your score, you may earn extra strikefighters.

UTILIZE ALL WEAPON SYSTEMS

Strategically switch your weapons according to the type of enemy you face and the terrain in which you are fighting.

DON'T FORGET YOUR DRONES

The remote drones that circle your strikefighter when you use certain weapons can be utilized effectively as weapons. Since they are indestructible, they can be used to block incoming fire and destroy enemies.

OTHER NOTES

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